

IN THE CLAIMS:

1. (Currently Amended) A gaming machine comprising:
 - a display having a grid of cells;
 - a first plurality of game elements;
 - a controller for initiating a normal random display of said first plurality of game elements;
 - a display processor for displaying the normal random display of said first plurality of game elements such that one of said first plurality of game elements is displayed in each of said cells;
 - a second plurality of game elements;
 - said controller being programmed for initiating a bonus random display of said second plurality of game elements in response to a triggering combination of said first plurality of game elements in the normal random display;
 - said display processor being programmed for displaying the bonus random display of said second plurality of game elements such that the one of said first plurality of game elements displayed in each of said cells in the normal random display is replaced with one of said second plurality of game elements; and
 - said controller being programmed for activating a bonus character to move along said grid of cells and designate ~~designating~~ at least one of said cells in said grid as a wild cell independent of a game element in said wild cell in response to initiating the bonus random display and while said first plurality of game elements are being replaced with said second plurality of game elements.
2. (Previously Presented) A machine as set forth in claim 1 wherein said controller is programmed for designating a plurality of said cells in said grid as wild cells in response to initiating the bonus random display.

3. (Previously Presented) A machine as set forth in claim 2 wherein said controller is programmed for positioning a wild card over each of said wild cells such that each of said wild cards conceals said game element within said wild cell.

4. (Previously Presented) A machine as set forth in claim 3 wherein said controller is programmed for repeating the bonus random display a predetermined number of rounds.

5. (Currently Amended) A machine as set forth in claim 4 wherein said controller is programmed for displaying a winning combination of said game elements having at least one of said wild cells forming said winning combination and awarding a predetermined value for the ~~said~~ winning combination.

6. (Original) A machine as set forth in claim 5 further including a coin-bill management device for receiving credit.

7. (Previously Presented) A machine as set forth in claim 6 further including a coordinate readout device for activating the game and for wagering the credit.

8. (Previously Presented) A machine as set forth in claim 1 wherein said display includes a plurality of reels and a plurality of rows defining said grid such that the intersection of one of said plurality of reels and one of said plurality of rows defines a cell.

9-11. (Canceled).

12. (Currently Amended) A method of playing a game, comprising the steps of:
randomly displaying a first plurality of game elements in a grid of cells to produce a normal random display of the first plurality of game elements with one of the first plurality of game elements being displayed in each of the cells;
determining a triggering combination;
comparing the normal random display of the first plurality of game elements with the triggering combination;
initiating a bonus random display of a second plurality of game elements in response to the first plurality of game elements matching the triggering combination;
randomly displaying the second plurality of game elements in the grid of cells to produce the bonus random display of the second plurality of game elements by replacing the one of the first plurality of game elements displayed in each of the cells with one of the second plurality of game elements; ~~and~~
designating at least one of the cells in the grid as a wild cell independent of a game element in the wild cell in response to initiating the bonus random display; and
activating a bonus character to move along the grid of cells and designate the wild cell while the first plurality of game elements are being replaced with the second plurality of game elements.

13. (Previously Presented) A method as set forth in claim 12 further including the step of designating a plurality of the cells in the grid as wild cells in response to initiating the bonus random display.

14. (Previously Presented) A method as set forth in claim 13 further including the step of positioning a wild card over each of the wild cells such that the wild card conceals the game element disposed within each of the wild cells.

15. (Previously Presented) A method as set forth in claim 14 further including the step of repeating the bonus random display for a predetermined number of rounds.

16. (Original) A method as set forth in claim 15 further including the step of displaying a winning combination of the game elements having at least one wild cell forming the winning combination and awarding a predetermined value for the winning combination.

17. (Original) A method as set forth in claim 16 further including the step of inserting credits into a payment processor and wagering an amount of the credits.

18. (Original) A method as set forth in claim 17 further including the step of manipulating an coordinate readout device after wagering the credits for randomly displaying the game elements.

19. (Previously Presented) A method as set forth in claim 12 further including the step of displaying the grid as a plurality of reels and a plurality of rows such that the cell is the intersection of one of the reels and one of the rows.

20. (Currently Amended) A readable recording medium storing an executable control program for;

randomly displaying a first plurality of game elements in a grid of cells with one of the first plurality of game elements being displayed in each of the cells; ~~and~~

initiating a bonus random display of a second plurality of game elements in response to a triggering combination of the first plurality of game elements in the random display; ~~and~~

displaying the bonus random display by replacing the one of the first plurality of game elements displayed in each of the cells with one of the second plurality of game elements; and

activating a bonus character to move along the grid of cells and designate ~~designating~~ one of the cells in the grid as a wild cell independent of the game elements in response to initiating the bonus random display and while the first plurality of game elements are being replaced with the second plurality of game elements.

21. (Previously Presented) A readable recording medium as set forth in claim 20 wherein the control program designates a plurality of the cells in the grid as wild cells in response to initiating the bonus random display.

22. (Previously Presented) A readable recording medium as set forth in claim 21 wherein the control program positions a wild card over each of the wild cells such that the wild symbol conceals the game element disposed within each of the wild cells.

23. (Canceled)

24. (Previously Presented) A machine as set forth in claim 1 wherein the one of said first plurality of game elements displayed in one of said cells in the normal random display is the same as the one of said second plurality of game elements displayed in the same cell in the bonus random display.

25. (Previously Presented) A machine as set forth in claim 1 wherein the one of said first plurality of game elements displayed in one of said cells in the normal random display is different than the one of said second plurality of game elements displayed in the same cell in the bonus random display.

26. (Currently Amended) A gaming machine comprising:
a display having a grid of cells;
a first plurality of game elements;
a controller for initiating a normal random display of said first plurality of game elements such that one of said first plurality of game elements is displayed in each of said cells;
a second plurality of game elements;
said controller being programmed for initiating a bonus random display of said second plurality of game elements in response to a triggering combination of said first plurality of game elements in the normal random display such that the one of said first plurality of game elements displayed in each of said cells in the normal random display is replaced with one of said second plurality of game elements; and
said controller being programmed for activating a bonus character to move along said grid of cells and designate ~~designating~~ at least one of said cells in said grid as a wild cell independent of a game element in said wild cell in response to initiating the bonus random display and while said first plurality of game elements are being replaced with said second plurality of game elements.

27. (Previously Presented) A machine as set forth in claim 26 wherein the one of said first plurality of game elements displayed in one of said cells in the normal random display is the same as the one of said second plurality of game elements displayed in the same cell in the bonus random display.

28. (Previously Presented) A machine as set forth in claim 26 wherein the one of

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said first plurality of game elements displayed in one of said cells in the normal random display is different than the one of said second plurality of game elements displayed in the same cell in the bonus random display.

29. (Previously Presented) A machine as set forth in claim 26 further including a display processor in operative communication with said controller for displaying the normal random display and the bonus random display.

30. (New) A gaming machine comprising:
- a display having a grid of cells;
 - a first plurality of game elements;
 - a controller for initiating a normal random display of said first plurality of game elements such that one of said first plurality of game elements is displayed in each of said cells;
 - said controller being programmed for displaying a winning combination of said game elements in the normal random display and awarding a predetermined value for the winning combination;
 - a second plurality of game elements;
 - said controller being programmed for initiating a bonus random display of said second plurality of game elements in response to a triggering combination of said first plurality of game elements in the normal random display after awarding the predetermined value for the winning combination in the normal random display such that the one of said first plurality of game elements displayed in each of said cells in the normal random display is replaced with one of said second plurality of game elements;
 - said controller being programmed for activating a bonus character to move along said grid of cells and designate at least one of said cells in said grid as a wild cell independent of a game element in said wild cell in response to initiating the bonus random display and while said first plurality of game elements are being replaced with said second plurality of game elements; and
 - said controller being programmed for displaying a winning combination of said second plurality of game elements having said wild cell forming the winning combination in the bonus random display and awarding a predetermined value for the winning combination in the bonus random display.